Remarks/Arguments begin on page 6 of this paper.

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listing, of claims in the application:

Listing of Claims:

1. **(Previously Presented)** A method of resource lookup comprising:

generating a code by compiling an application source file and a project file of the application source file;

receiving a resource identifier from the application source file indicating a resource to be utilized by the application, wherein the resource identifier does not indicate a protocol or a location for the resource;

locating the resource based on the resource identifier and the code generated during compilation of the application; and

returning the resource to the application.

2. **(Previously Presented)** The method of claim 1, wherein receiving the resource identifier from the application source file comprises receiving the resource identifier via an Application Program Interface.

3. **(Original)** The method of claim 2, wherein the resource identifier is a string representing a name of the resource.

4. **(Original)** The method of claim 1, wherein the code generated during compilation of the application comprises a switch statement having one or more cases.

5. **(Original)** The method of claim 4, wherein each case of the switch statement comprises resource information identifying the resource indicated by the resource identifier.

6. **(Original)** The method of claim 1, wherein returning the resource to the application comprises returning an object that is an instance of a class of the resource.

7. **(Original)** The method of claim 1, wherein returning the resource comprises returning an open stream to the resource.

8. (**Previously Presented**) A system for resource lookup comprising:

a processor; and

a memory coupled with and readable by the processor and containing a series of instructions that, when executed by the processor, cause the processor to generate a code by compiling an application source file and a project file of the application source file and to receive a resource identifier from the application source file indicating a resource to be utilized by the application, wherein the resource identifier does not indicate a protocol or a location for the resource, and to locate the resource based on the resource identifier and the code generated during compilation of the application, and return the resource to the application.

9. (**Previously Presented**) The system of claim 8, wherein receiving the resource identifier from the application source file comprises receiving the resource identifier via an Application Program Interface.

10. (**Original**) The system of claim 9, wherein the resource identifier is a string representing a name of the resource.

11. (**Original**) The system of claim 8, wherein the code generated during compilation of the application comprises a switch statement having one or more cases.

12. (**Original**) The system of claim 11, wherein each case of the switch statement comprises resource information identifying the resource indicated by the resource identifier.

13. (**Original**) The system of claim 8, wherein returning the resource to the application comprises returning an object that is an instance of a class of the resource.

14. (**Original**) The system of claim 8, wherein returning the resource comprises returning an open stream to the resource.

15. (**Currently Amended**) A ~~tangible~~ machine-readable storage medium encoding a computer program of instructions for executing a computer process for resource lookup by a computer system, said computer process comprising:

generating a code by compiling an application source file and a project file of the application source file;

receiving a resource identifier from the application source file indicating a resource to be utilized by the application, wherein the resource identifier does not indicate a protocol or a location for the resource;

locating the resource based on the resource identifier and the code generated during compilation of the application; and

returning the resource to the application.

16. **(Currently Amended)** The ~~tangible~~ machine-readable storage medium of claim 15, wherein receiving the resource identifier from the application source file comprises receiving the resource identifier via an Application Program Interface.

17. **(Currently Amended)** The ~~tangible~~ machine-readable storage medium of claim 16, wherein the resource identifier is a string representing a name of the resource.

18. **(Currently Amended)** The ~~tangible~~ machine-readable storage medium of claim 15, wherein the code generated during compilation of the application comprises a switch statement having one or more cases.

19. **(Currently Amended)** The ~~tangible~~ machine-readable storage medium of claim 18, wherein each case of the switch statement comprises resource information identifying the resource indicated by the resource identifier.

20. **(Currently Amended)** The ~~tangible~~ machine-readable storage medium of claim 15, wherein returning the resource to the application comprises returning an object that is an instance of a class of the resource.

21. **(Currently Amended)** The ~~tangible~~ machine-readable storage medium of claim 15, wherein returning the resource comprises returning an open stream to the resource.